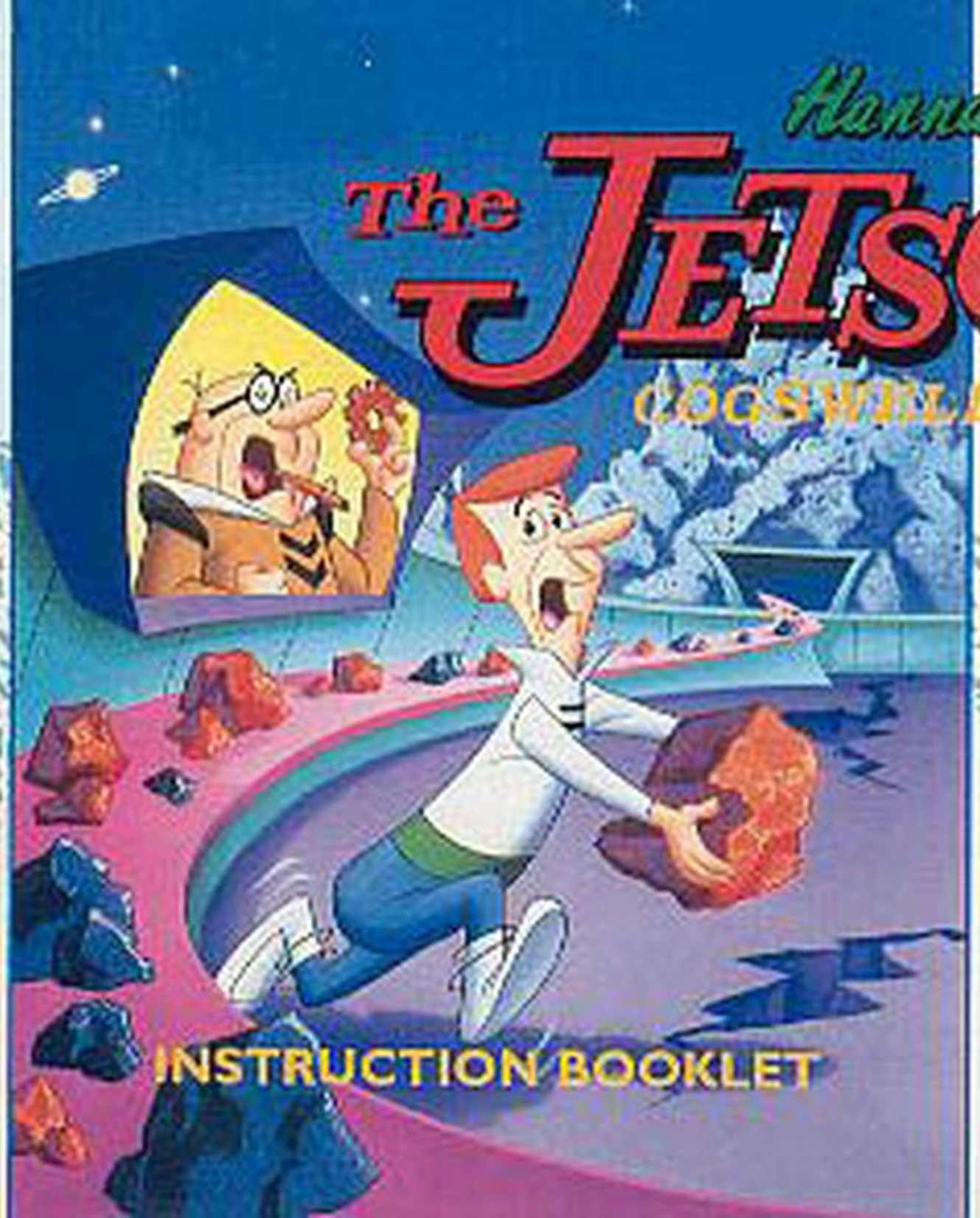
NES-JV-USA

Hanna-Barbera

The JETSONS®

COGSWELL'S CAPER



INSTRUCTION BOOKLET

TAITO™

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TAITO

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PRECAUTIONS

1. Always make sure the control deck has been switched off before inserting or removing your Game Pak.
2. Do not abuse the Game Pak by dropping, hitting, or opening.
3. Game Pak should not be subjected to extreme temperatures or shock. Store at room temperature.
4. Never touch the terminal pins or any of the electric circuitry and avoid getting the Game Pak wet.
5. Cleaning Game Pak with thinner, solvent, benzene, alcohol or other cleaning agents may be damaging.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Taito America Corp. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

READ BEFORE USING YOUR NES SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Nintendo Entertainment System. Players who have not had any previous seizures may nonetheless have an undiagnosed epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

THANK YOU for buying THE JETSONS for your NES. We suggest that you read this manual completely before playing the game.

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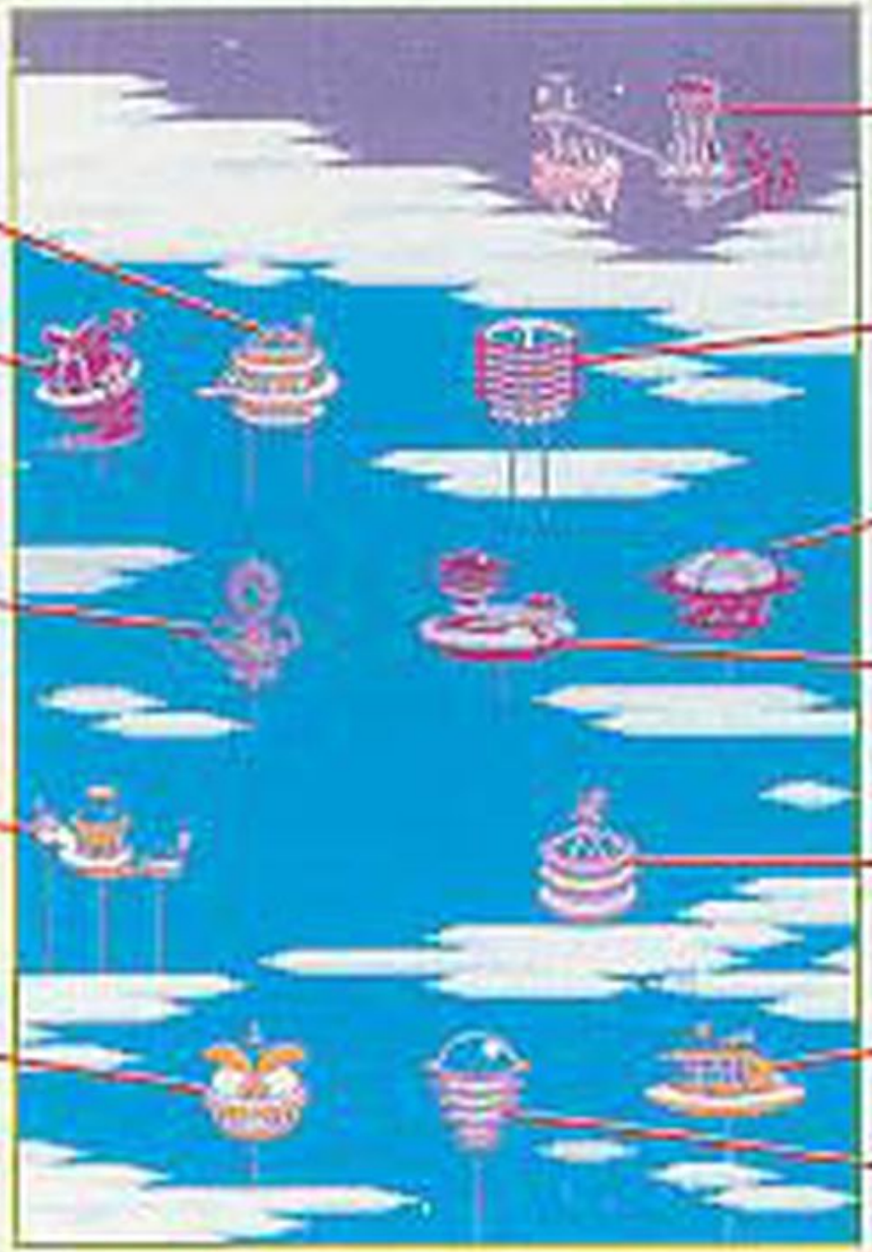
THE STORY

George Jetson, digital index operator at Spacely Sprockets, was napping one day when suddenly his boss, Mr. Spacely, came in. "Wake up, George!" yelled Mr. Spacely."Cogswell Cogs are at it again! This time they're out on Planet M35 and they're destroying the planet by mining ore to make their cogs. They're not treating the local people fairly, either. And besides that, they're making way too much money! It's up to you to find Cogswell Cogs, halt production and save the planet and the people. Find your family and get moving--we're all depending on you!" Now wide awake, George begins planning. He'll need to find Jane, Judy, Elroy, Astro and Rosie the Robot. He knows they will be very angry that Cogswell Cogs are damaging M35 and taking advantage of the people there. They will give him all the things he needs to go through 12 stages and to defeat the enemies Cogswell will send to stop him. George will use Boxes, Stars, Power Packs, Remote Controlled Defenses, Magnetic Boots, and even a Jet Board, in his mission to stop Cogswell Cogs!

WORLD MAP



MINING FACTORY

COGSWELL'S OFFICE

HOME

ROCK CONCERT HALL

SPACE BALL STADIUM

COSMO WORLD

BLAST FURNACE

GEAR FACTORY

DREAM LAND

SPORTS GYM

PACKING FACTORY

BOTANICAL GARDENS

CONTROLS

CONTROL PAD

Use to move or jump left or right, or to scroll through Defense options.

A BUTTON

Use the A Button to make George jump. George will jump to grab items that are up high when you push the A Button and then B Button.

SELECT

This Button is not used for this game.

START

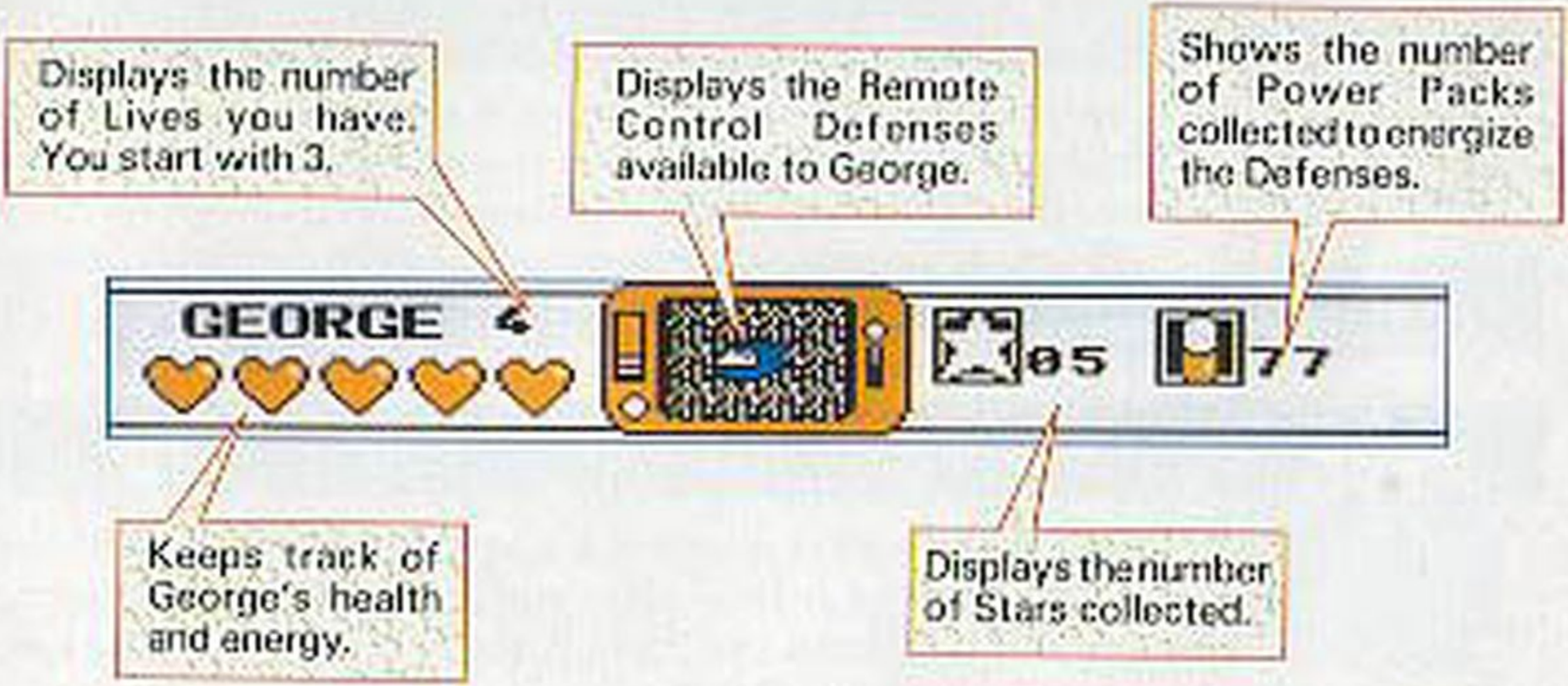
Start begins and pauses the game. It also activates the Remote Control Defenses monitor. Use Start to choose these Defenses, too.

B BUTTON

Press the B Button to pick up items. Press B again to throw. Use B and Control pad so George can throw left, right, or up.

PLAY SCREEN

The play screen will scroll left and right, or up and down, as George races towards Cogswell Cogs. At the bottom of the play screen, You can see George's current condition. The information displayed here will help you plan your game.


Displays the number of Lives you have. You start with 3.
Displays the Remote Control Defenses available to George.
Shows the number of Power Packs collected to energize the Defenses.
GEORGE 4
05
77
Keeps track of George's health and energy.
Displays the number of Stars collected.

CHARACTERS

George Jetson, space age hero, must stop Cogswell Cogs from mining ore on M3B. He depends on his faithful family to hand him helpful items. George will also use Defenses to defeat the enemies and advance through the 12 stages to face off with Cogswell.

GEORGE

George wears a jet pack all through the game. In several rounds, this jet pack provides booster power to his jumps. He must have the Remote Control Device to operate his Remote Control Defenses. When George finds Elroy, Judy, Jane, and Rosie the Robot, they will give him helpful items, but the showdown with Cogswell is up to George!

ROSIE THE ROBOT

Rosie the Robot has valuable advice for George. She explains how the Switches work and has other instructions, too. If you want to bypass Rosie, press the Start button. To advance to her next suggestion, press the A Button.

ASTRO

Astro has the Remote Control that George needs for his Defenses. Look for him in the Sports Gym!

ELROY

Elroy practices Space Ball in the Stadium. His Magnetic Boots will give George a big lift!

JANE

Jane has prepared maxium Power Packs for George. They will give him long-lasting energy!

JUDY

As always, Judy is at a Rock Concert. She lends Dear Old Dad a Jet Board to outfit him for fast flying!

ITEMS

When George picks up a Box or defeats an enemy, a special item may appear. He should collect all these items, if possible. To reach Cogswell Cogs in one piece and put an end to their awful business, George will need all the help he can get.

STARS

Collect 10 Stars for a one-up or extra life. Stars may be in a Box or may appear after an enemy is defeated.

POWER PACKS

Power Packs are needed to energize George's Defenses. He needs to keep a large supply of them.

SMALL HEART

Each Small Heart that George collects will refill one Health Meter heart. Look for them everywhere!

BIG HEARTS

A Big Heart will add one Heart to George's Health Meter. George begins with 3 Hearts and can earn up to 5 hearts.

ONE UP

When you see George's face in a box, collect that item to earn an extra life.

SWITCHES

Switches will activate a varity of things, from Cogs and Moving Platforms, to the lights and even gravity.

BOXES

Boxes are found everywhere and are useful in defeating enemies. Pick them up and throw.

APPLE

Apples are found in the Botanical Gardens and are used to defeat multiple enemies.

ORE

Clumps of Ore can be picked up and thrown to overcome enemies.

COGS

Pick up and throw Cogs and overcome an entire line of enemies.

DEFENSES

These are special Remote Control Defenses. The Glider and Flash Light use a specific number of Power Packs. All other Remote Control Defenses will continuously drain Power Packs while you use that Defense. To turn off Defenses, hit Start and scroll through the Defenses until nothing shows, then hit Start again.

GLIDER

The Glider will hang over George's head until an enemy appears. Press B and it will fly over and knock out the enemy. It's a very useful defense--but it needs 5 Power Packs, so use it wisely.

SHIELD

George can shield himself from his enemies, but can't defeat them. The Remote Control Shield will drain 20 Power Packs so remember to turn off the Shield when finished.

MAGNETIC BOOTS

Magnetic Boots allow George to walk on the ceiling to avoid an obstacle. Select the Boots, then press A to jump up, and then press B to flip George up-side-down and cling to the ceiling. They also drain Power Packs.

FLASH LIGHT

A Flash Light automatically sends out an electronic beam when selected. It over powers all enemies on the screen. Each Flash Light uses 10 Power Packs, so save it for a time when you're in big trouble!

JET BOARD

To fly over areas which cannot be crossed by foot, ride on the Jet Board. Face the way you want to go and select the Jet Board. When it appears, jump on! This drains energy, too.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

* Reorient the receiving antenna.
* Relocate the NES with respect to the receiver.
* Move the NES away from the receiver.
* Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following document prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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